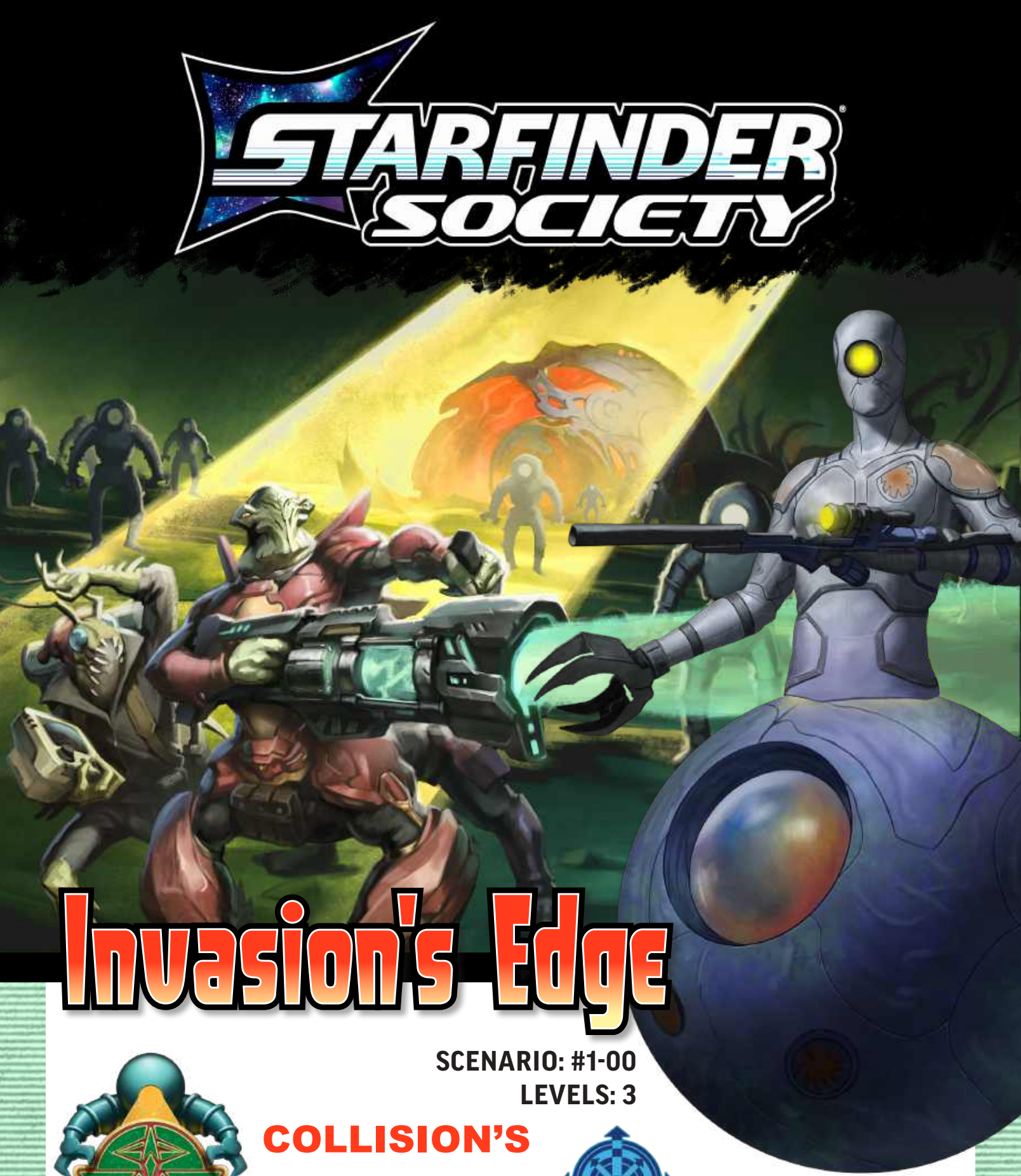
STARFINDER SOCIETY



Invasion's Edge

SCENARIO: #1-00
LEVELS: 3

COLLISION'S WAKE

By John Godek III

AUTHOR
John Godek III

DEVELOPER
Jessica Catalan

ADDITIONAL DEVELOPMENT
Dustin Knight

EDITING LEAD
Solomon St. John

EDITORS
Felix Dritz and Solomon St. John

SEASON COVER ARTIST
Kevin Sardinha

COVER ARTIST
Wero Gallo

INTERIOR ARTISTS
Wero Gallo, Roman Kierszenbaum

CARTOGRAPHERS
Damien Mammoliti

ART DIRECTION
Emily Crowell and Sonja Morris

GRAPHIC DESIGN
Danika Wirch

ORGANIZED PLAY COORDINATOR
Alex Speidel

CREATIVE MANAGER (STARFINDER)
Jenny Jarzabski

DIRECTOR OF NARRATIVE
Adam Daigle

ASSOCIATE PUBLISHER
Thurston Hillman

PUBLISHER
Erik Mona

HOW TO PLAY

PLAY TIME: 2-3 HOURS

LEVEL: 3

PLAYERS: 3–6

Paizo Inc.
15902 Woodinville-Redmond Rd NE,
Unit B
Woodinville, WA 98072-4572
paizo.com

Invasion's Edge

COLLISION'S WAKE

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder GM Core*, *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Corporate Office*, *Starfinder Flip-Mat: Playtest Multi-Pack*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

The encounters in this scenario are designed for a group of six characters of 3rd level. You can use the Adjusting Difficulty sidebars to make the adventure easier, to accommodate groups of various sizes and experience. For more information, see the *Guide to Organized Play: Starfinder Society Second Edition* at https://lorespire.paizo.com/

SUMMARY

The PCs are mercenaries patrolling Akiton at the behest of the Starfinder Society when they see a massive starship crash in the nearby Sloughscar Hills. Exploring the wreck, they learn about the vessel and its occupants' plans to invade the Pact Worlds, and encounter reality-warped creatures and dangerous magitech defenses. When an alarm is triggered, the PCs must flee the site to escape from a horde of robots and a massive spider-like creature made from light and technology.

COLLISION'S WAKE

By John Godek III

There is perhaps no greater mystery within the Pact Worlds than the origins of the so-called First Ones, an advanced civilization from antiquity whose true name is unknown and whose legacy is enduring. First Ones wrecks and ruins are few, and their mind-bending architecture and deadly magitech sentries make exploring and understanding them a dangerous task. However, there's no doubt that the First Ones thrived in the Pact Worlds system at some point, as their actions seeded Aballon and the sun with their robotic creations, anacites, and protocites respectively. Smatterings of First Ones intervention are found throughout the wider cosmos, forming a puzzle only the most dedicated tech priests and researchers attempt to decipher.

Last year, the Starfinder Society conducted an archaeological survey of Eternity, an ancient city of the First Ones on the planet Aballon. During this excavation, they uncovered tantalizing clues about the First Ones and clashed with a violent sect of anacites known as Those Who Call, who attempted to destroy the Aballonian capital city of Striving and dispatch a signal meant to draw the First Ones back to the Pact Worlds—an event the Starfinders believe would cause system-wide catastrophe. Although the Starfinders triumphed against Those Who Call, saving the megaplex of Striving and Aballon's government, they were too late to prevent Those Who Call from dispatching their signal. What's worse, the signal was received—the First Ones are coming...

Unable to monitor the entirety of the Pact Worlds alone, and with the Pact Council busy with other matters, the Starfinders have hired thousands of mercenaries to keep a wary eye out for potential invasion. When a mysterious starship crashes into Akiton's surface, one of these mercenary teams is among the first to enter and explore the wreck.

The player characters (PCs) play as these freelance mercenaries—the first to explore a crashed starship that will soon be dubbed the Wreck of the Returned. But they're not alone! A team of local explorers called the Rust Wraiths is also on site, and their paths are destined to cross with the PCs—both now and in the future.

Welcome to **Invasion's Edge**, the first season of Starfinder Society for Starfinder Second Edition!

GETTING STARTED

The PCs are mercenaries who have been hired by the Starfinder Society to investigate any phenomena that could be related to an ancient alien civilization called the First Ones, who the Starfinders believe are on their way to occupy or invade the Pact Worlds. The PCs have been assigned to patrol the western half of Akiton's southern hemisphere, including the Kaviri Plains, the Sloughscar Hills, and the southern ice caps of the Winterlands. Their directive came via recorded holovid of First Seeker **Sarmak** (inquisitive male izalguun electrical engineer), elected leader of the Starfinder Society. Read or paraphrase the following to get the adventure underway.

A hologram of First Seeker Sarmak, elected leader of the Starfinder Society, fills the air, looking grim. Larger than a car and dressed in shimmering bronze tactical armor, Sarmak stands on four of his muscular limbs while gesturing with the remaining two, cutting an imposing figure. "Thank you for taking up this mantle of responsibility at a time when the Starfinder Society—no, the entire Pact Worlds—desperately needs you. A dangerous conflict is coming, but we don't know when or where it will first manifest.

"Last year the Starfinder Society encountered a violent cult bent on drawing the mysterious First Ones back to the Pact Worlds to rule. While we prevented this cult from destroying Aballon's government and capital city, we were too late to prevent them from dispatching their transmission to the First Ones across the galaxy. Unfortunately, this signal was received—the First Ones are coming!" Sarmak pauses for breath briefly before continuing. "We are unable to monitor the entirety of the Pact Worlds alone, and with the Pact Council busy with other calamities, we have sought out dedicated freelancers such as yourselves to keep a wary eye out for potential invasion."

WHERE IN THE UNIVERSE?

In this adventure, the PCs explore a crashed starship that will soon be dubbed the Wreck of the Returned. This starship has crashed in the Sloughscar Hills on the planet Akiton, a region composed of hardened clay stone and solid formations of mafic rock. Its rocky hills hold numerous rifts, crags, caves, and cliffs, which are the byproduct of eons of erosion by high wind and periodic encroachment of the glaciers of the Winterlands to the south. For more on Akiton, see *Starfinder Galaxy Guide* pages 13–14.

AKITON

The Battlefield

Gravity low; **Atmosphere** thin

Day 24 hours; **Year** 2 years

Akiton is a dusty, red world of sunbaked deserts, rundown cities, and rusting scrapyards. The planet was once a booming industrial paradise overflowing with wealth from mining thasteron, a starship fuel that fell out of favor after the discovery of Drift travel. Now, Akiton is a decrepit battlefield for corporate interests, crime families, and survivalist communities. This downtrodden world's residents seek new opportunities and ways to survive on their dying, lawless planet.

COLLISION'S WAKE

"Little is known about the origins or plans of the First Ones, as they've long been absent from the Pact Worlds. We know long ago they seeded the planet Aballon with robotic life, and what wrecks and ruins we've explored have been incredibly dangerous, filled with advanced technology, automated defenses, magitech sentries, volatile magic, and mind-bending architecture."

"Should you see or hear of anything unusual, immediately investigate and report back to me as soon as possible. Stay vigilant and be careful—the fate of the entire system could be in your hands."

Three months have passed since the PCs received this message from First Seeker Sarmak, so they've already had time to learn about the First Ones and the region of Akiton they're patrolling. They can attempt the following skill checks to determine what additional information they know. A PC can substitute a relevant Lore check to Recall Knowledge, rather than the listed skills, reducing the DC of their check by 3 if they do.

First Seeker Sarmak

PREGENERATED CHARACTERS

In *Collision's Wake*, each player takes control of one 3rd-level Starfinder pregenerated character. The pregenerated characters for this scenario are not Starfinders—at least not yet—and are instead intrepid mercenaries hired to assist the Starfinder Society in exploring a massive starship that recently crashed on the planet Akiton.

Because the PCs have been on Akiton for an extended time, they've acclimated to the planet's thin atmosphere and don't risk becoming fatigued from breathing the air.

Diplomacy (Gather Information) or Society (Recall Knowledge)

A PC who succeeds at a DC 18 Diplomacy check to Gather Information or a Society check to Recall Knowledge knows the following information about the First Ones.

Critical Success As success, plus after a recent excavation of a First Ones city on the planet Aballon, the Starfinder Society claimed the First Ones were dangerous conquerors, who destroyed a planet's native inhabitants before seeding the planet with artificial laborers and systematically stripping the planet of resources. Their theories have been questioned by many citizens of Aballon, and their findings are currently undergoing external peer review.

Success No one knows who the First Ones were, what they looked like, where they came from, or where they went. However, the First Ones left behind traces of their presence on the planet Aballon and in the depths of the Pact Worlds sun, including ancient buildings packed with advanced technology and a workforce of self-improving robots. In time, many of these robots became sapient beings called anacites or protocites.

Critical Failure The First Ones are godlike characters in a creation myth spouted by a society of intelligent robots to explain their existence. These robots are called anacites. The First Ones are not real.

Diplomacy (Gather Information) or Nature (Recall Knowledge)

A PC who succeeds at a DC 18 Diplomacy check to Gather Information or a Nature check to Recall Knowledge knows the following information about the planet Akiton.

Critical Success As success, plus the Kaviri Plains are a warm and windy region that transitions slowly into the rocky hills, cliffs, and caves of the chilly Sloughscar Hills. The southern reaches of the Sloughscar Hills are frigid and icy, as they meet the vast glaciers of the Winterlands on the planet's southern icecap.

Success Akiton is a world of barren deserts and blasted wastelands. The planet lost much of the atmosphere and liquid water it once held due to the slowing of its liquid-iron core and the resulting weakening of its magnetosphere.

Critical Failure Akiton is a planet of sweltering red deserts with no reprieve from the heat or sun.

THE COLLISION

The PCs are patrolling the southern reaches of the Kaviri Plains when a massive starship careens through the sky and crashes in the Sloughscar Hills. Read or paraphrase the following aloud.

A sudden burst of color and magic illuminates the midday sky as a massive object appears without warning in the upper atmosphere. A moment later, a bone-rattling boom heralds its arrival. Engulfed in flame and magical energy, the ovoid object careens toward Akiton's surface at speeds certain to crack the planet in half. Just as impact is imminent, the object decelerates. An explosion engulfs the southern horizon, followed by a shock wave of gale-force sonic winds. As the sounds fade, dust and earth fill the air, blotting out the light of the sun. Through the reddish haze, shifting lights remain—a beacon, marking the site of collision somewhere in the Sloughscar Hills.

The force of this collision devastates the surrounding region and blankets the entire southern hemisphere in a pall of earth and debris that will take weeks to settle. While the PCs are too far from the impact site to be physically harmed, the force of the blast and ensuing winds are strong enough to knock them prone and leave them deafened and dizzy for several minutes. After they regain their senses and equilibrium, the PCs realize two facts: first, something artificial has crashed into the nearby Sloughscar Hills, and second, First Seeker Sarmak would want them to investigate it.

When the PCs are ready, they can depart for the impact site aboard d-vees, compact and sturdy hover vehicles designed to endure in Akiton's windy deserts while hauling salvage. Each d-vee can hold up to three Medium or smaller creatures (Large creatures count as two Medium creatures for this purpose). After the PCs decide how many d-vees they have and who's piloting each one, proceed to **Impact Site** below.

Hero Points

When the PCs depart, remind the players that they each have one Hero Point available.

IMPACT SITE

It takes the PCs 8 hours to reach the crash site by d-vee. The PCs arrive in the evening to find a field of devastation caused by the collision of a strange alien starship. Read or paraphrase the following.

Signs of impact are obvious, with wreckage strewn across the hillside in huge, jagged chunks as far as the eye can see. Deep gouges permeate the underlying red rock where a massive object scraped the soil clean before

Wreck of the Returned

plunging itself into the dusty red surface, pulverizing boulders in the process. Here and there, flames, smoke, colorful gas, and magical energy seep from the wreckage.

The massive, generally ovoid alien object appears breached in several sections. A powerful gust pours forth from one of the jagged holes in its exterior, swirling nearby sand and debris, then reverses, giving the eerie impression the strange structure is breathing.

The PCs can examine the wreckage and surrounding area to learn information about the wreck.

A PC that succeeds at a DC 17 Piloting, Physical Science Lore, or Warfare Lore check confirms that the object is an alien starship of unknown make. Further, the impact's nature suggests the starship intentionally slowed just before impact, burying much of the hull and reducing damage to it.

A PC that succeeds at a DC 18 Crafting check determines the vessel is constructed of a unique alloy that combines metals native to the Pact Worlds with some of unknown origin. The identifiable metals include orichalcum, a rare starmetal that warps space-time around itself on a quantum level, and noqual, a starmetal resistant to magical effects. A PC that succeeds at a DC 18 Arcana check identifies that the non-native alloys in the hull have magical or quantum dampening properties as well.

A PC that succeeds at a DC 16 Perception or Survival check notices tracks from a number of Small insects in the area, leading into the wreck.

When the PCs are done attempting skill checks outside the wreck, they encounter another mercenary crew called the Rust Wraiths.

The Rust Wraiths

The Rust Wraiths are a team of local mercenaries led by **Kivett** (charismatic female hylki human mastermind). They also spotted the incoming crash and quickly located the site, arriving shortly ahead of the PCs, but approaching from the opposite direction. They intend to explore the wreck's interior for valuable technology and salvage. Read the following when the Rust Wraiths arrive on the scene.

Five figures emerge from the debris field, each armed, armored, and clearly experienced in the field. They quickly assume tactical positions, with a large, heavily armed bruiser up front and four smaller humanoids flanking on either side.

"Hi, nufriends!" a chipper green skittermander exclaims, breaking formation to wave enthusiastically. "I'm Gremmik! Isn't this wreck the coolest? It's huge!"

"Ignore him!" the muscular shobhad in front shouts, grenade launcher out and ready. "Stop right there, or I'll blow ya' sky high!"

"Yeah, we got here first, so it's our salvage!" exclaims a mottled gray ysoki. Beside them, a red-scaled ikeshti assesses everything with a shrewd eye.

A slender human woman with bright red skin and white hair raises a hand, causing her allies to fall silent. "My name's Kivett," she calls out with a smile. "Leader of the Rust Wraiths mercenary company. Are you here to explore this wreck, too?"

The Rust Wraiths are bold but practical. They understand that a ship this size has plenty of loot to go around, so they see no need to fight the PCs—particularly when they know other salvagers are bound to be on the way, so time is of the essence. After the PCs have a chance to introduce themselves and explain their intent, Kivett suggests the Rust Wraiths explore one side of the wreck while the PCs explore the other, deferring to whichever side the PCs choose for the sake of time. If the PCs agree, Kivett shares her comm number with the PCs before departing, in case either team runs into trouble.

MEET THE RUST WRAITHS

The Rust Wraiths include the following members.

Kivett (charismatic female hylki human mastermind): The respected leader of the Rust Wraiths. She's confident, clever, and understands how to best motivate each member of her team.

Bo-Shek (intimidating male shobhad bruiser): The muscle. He's boastful, reckless, and attempts to intimidate anyone smaller than himself with his imposing size.

Gremmik (friendly male skittermander engineer): The heart of the team. He's talkative, eager to help, and a skilled mechanic. He aims to befriend the PCs (much to the chagrin of his teammates).

Nima (cunning female ikeshti programmer): The smart one. She's cool, calculating, and a talented spellcaster. She probes for information about the PCs' strengths and weaknesses, just in case this encounter turns violent.

Tade (opportunistic nonbinary ysoki sharpshooter): The greedy one. Agile, aggressive, and a crack shot, they don't want to cede anything to a rival team. They're rude.

Entering the Wreck

When the PCs are done speaking with the Rust Wraiths, they can enter the wreck through any of the large holes or gashes in the exterior hull. Regardless of which entrance they choose, they maneuver around debris, squeeze through a dented maintenance duct, then emerge into the research deck (area **A**).

A. RESEARCH DECK

Dim emergency lights dangling from the ceiling illuminate a heavily damaged room filled with several desks and chairs. In the north, debris has fallen from the ceiling and landed in a shifting mound, while in the east, the floor has fallen away, exposing the deck below. Along the outer walls of the space are several other rooms which look in similar states of disarray.

The research deck was heavily damaged in the crash, with gaping holes in the walls, floors, and ceiling. The doors on this deck are all broken, ajar, or unlocked. The ceilings are 20 feet high. Emergency lighting sheds dim light throughout. Use the map on page 7 for this area.

The PCs enter through area **A1** and can leave through area **A6** by climbing down to the lower deck through the hole in the floor. All other exits from this area have collapsed and are no longer traversable.

A. Research Deck
A3
A1
A3
PCS START HERE
A1
A6
A4
A5
A3
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: CORPORATE OFFICE

Aside from the debris in the north (area **A2**), there is surprisingly little detritus spread throughout the space considering the damage to the floors and walls. This is due to the khefaks in area **A4** that have entered and begun to feast on the material in the space. It's likely the PCs draw the attention of these khefaks shortly after arriving while exploring area **A1**.

A1. Research Modules

A series of research modules fill the central portion of the research deck, aligned in three rows that run north to south. Each research module includes a white tabletop with glowing lines and symbols shimmering beneath the surface, a chair, and privacy walls—although the chairs were not bolted to the floor and are now strewn about the space haphazardly.

Computers: A PC that examines any of the tabletops and succeeds at a DC 16 Arcana, Computers, or Crafting check, or a DC 18 Perception check, notices that each tabletop is a magitech computer, which requires both a physical and magical input to operate. Accessing one of these computers requires both a DC 16 Computers check to Hack and a DC 16 Arcana, Nature, Occultism, or Religion check. These checks do not need to be completed by the same PC. If the PCs successfully access the system, they can sift through the research module, which contains information on the Pact Worlds and its inhabitants, identifiable by numerical and image data but all written in an unidentified language. A PC that succeeds at a DC 18 Computers or Society check to Decipher Writing determines this language has similarities to Trinary, a language spoken on the planet Aballon.

Developments: If the PCs make a lot of noise while exploring this area, they draw the attention of the khefaks in area **A4**, who scuttle out to attack the PCs. See area **A4** on page 10 for more information.

A2. Debris Mound Trivial

The ceiling in this area collapsed during the crash, crushing the delicate magitech device beneath and burying it under a mound of debris. This damaged device reacts dangerously in the presence of organic matter, which has prevented the khefaks in area **A4** from approaching too closely and consuming the debris.

Hazards: When the PCs disturb the mound of debris, the magitech device overloads, creating a volatile cyclone that degrades reality. If they haven't already been dealt with, this disturbance causes the khefaks in area **A4** to emerge and attack the PCs, combining the two events into a single moderate encounter. See area **A4** on page 10 for more information.

REALITY CYCLONE HAZARD 3

UNCOMMON | COMPLEX | MAGICAL | TECH | TRAP

Stealth +10 (trained) or *detect magic*

Description A damaged device unleashes a blast of magical energy, which coalesces into a cyclone that degrades reality.

Disable DC 17 Arcana or Nature (trained) to diffuse magical energy, DC 18 Crafting or Computers (trained) to shut down the device, DC 17 Occultism to stabilize reality, DC 18 Thievery (trained) to destabilize the cyclone, or *dispel magic* (2nd rank; counteract DC 16) to counteract the cyclone

Device AC 19; **Fort** +12, **Ref** +6

Device Hardness 5; **HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage

Form Cyclone ↻ **Trigger** A living creature disturbs the debris in area **A2**; **Effect** A cyclone of magical energy forms around the triggering creature, dealing 2d8 acid damage (DC 20 basic Reflex). This cyclone is 5-feet in diameter and 20-feet high. The trap then rolls initiative.

Routine (2 actions) The cyclone moves up to 30 feet toward the nearest living creature, then churns in place, degrading reality. All living creatures within 10 feet of the cyclone are dealt 1d8 acid damage, or 2d8 acid damage if the cyclone is in their space (DC 20 basic Reflex save).

Developments: After the reality cyclone has been deactivated, a PC that examines the damaged magitech device and succeeds at a DC 19 Arcana, Nature, or Primal check (or a DC 17 Occultism check) to Identify Magic, or a DC 19 Crafting or Computers check, determines the device enabled users to peer into alternate realities.

Reality-Warped Khefak

B. Security Deck
B7
B4
B6
B5
B2
B1
B3
B13
B8
B10
B7
B9
B12
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: PLAYTEST MULTIPACK

A3. Study Rooms

These study rooms are damaged, and their contents lay askew on the floor. A PC that succeeds at a DC 16 Crafting or Perception check notices that much of the debris, including the doors, walls, and pieces of furniture, has numerous insectile bite marks in them (from the khefaks in area **A4**).

Treasure: The study room in the northeast contains a *spell gem of dispel magic* (2nd-rank). The study room in the northwest contains a *commercial akashic lens*. The study room in the southeast contains jump jets and two tactical electromag grenades.

A4. Khefak Nest Low

These two rooms are heavily damaged due to the crash, and a group of local insects called khefaks have turned the area into their nest. Part of the floor is black and pitted; the khefaks have begun to consume this portion of the floor, leaving it covered in a foot of metal shavings and making the area difficult terrain.

Creatures: Khefaks are vermin found across much of Akiton which consume inorganic material. These khefaks entered the wreck looking for something to eat and have been steadily munching on the debris on the research deck. Unfortunately, the strange magical energies of the wreck have mutated these khefaks, making them formidable foes. The reality-warped khefaks are currently buried in the metal shavings. They emerge and attack any creatures that enter their nest in area **A4**, make a lot of noise in area **A1** or area **A5**, or trigger the trap in area **A2**. A reality-warped khefak flees the research deck when reduced to 5 Hit Points or less.

REALITY-WARPED KHEFAKS (3) CREATURE 2

UNCOMMON MEDIUM ANIMAL

Perception +9; darkvision, tremorsense (imprecise) 30 feet
Skills Athletics +8, Stealth +7, Survival +7
Str +3, **Dex** +2, **Con** +3, **Int** –5, **Wis** +2, **Cha** –3
Gnaw Scrap (exploration) A khefak chews on an unattended object to feed, dealing 4 piercing damage every 10 minutes to the object. This damage ignores 10 points of Hardness. If a khefak doesn't spend at least 1 hour Gnawing Scrap per day, it begins to starve until it spends 10 minutes Gnawing Scrap.

AC 16; **Fort** +11, **Ref** +7, **Will** +5
HP 28; **Resistances** acid 5, poison 5

Speed 25 feet, burrow 10 feet, climb 20 feet
Melee ❖ giant claw +11, **Damage** 1d8+5 slashing plus Grab
Melee ❖ mandibles +11, **Damage** 1d6+5 piercing
Tail Blast ❖❖ (acid, primal) The khefak flicks its tail, unleashing a blast of volatile magic that deals 3d6 acid damage in a 60-foot line (DC 18 basic Reflex save). It can't use Tail Blast again for 1d4 rounds.

A5. Archival Footage

This room has a set of double doors in the center of its north wall, with one completely torn off its hinges and laying on the floor. While the khefaks have begun to consume the materials in this room, a series of screens set into the table are still functioning. Each screen displays a recording that plays for a few seconds, glitches, then repeats. These recordings include the dapper undead entertainment mogul Zo! hosting a dangerous looking game show, a packed concert by sugar pop sensation Strawberry Machine Cake, First Seeker Sarmak fighting off robots while exploring a high-tech complex, and an anacite wearing a blue cowl who looks directly at the camera while repeating a phrase in Trinary (the phrase is "come home"). A PC that succeeds at a DC 16 Society check knows that these events all occurred in the Pact Worlds within the last few years.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A4** by making the following changes.

Easier: Remove one reality-warped khefak from the encounter.

A6. Collapsed Floor

The floor in this area has collapsed completely, providing access to the security deck (area **B1**) 30 feet below. Due to the low gravity on Akiton, a PC that falls down this hole is only dealt 5 bludgeoning damage (see the sidebar on page 11 for more information on low gravity). A PC that wants to make a safer descent can attempt a DC 17 Athletics check to Climb down. Alternatively, a PC can build a ladder from the scrap available on the research deck and attempt a DC 19 Crafting check. On a success, this ladder can be used repeatedly. On a failure, the ladder breaks after one use (or midway through its first use on a critical failure).

B. SECURITY DECK

The PC can reach the security deck through the collapsed floor in area **A6**, landing at the east end of area **B1**. Use the map on page 9 for the security deck. The walls and ceiling are white and semi-transparent but feel metallic to the touch. Lines of glowing circuitry run beneath the surface of these walls, shedding bright light throughout the entire lower deck. The ceilings are 30 feet high. Catwalks constructed from the same material as the walls and ceiling crisscross some of the halls, as shown on the map. These catwalks are 20 feet above the ground and don't have rails. The catwalks are difficult to see from below (DC 16 Perception check to notice) unless a creature is standing on them or a catwalk has been Pointed Out.

B1. Entry

The PCs enter this corridor from above, coming down from area **A6** through a gaping hole in the ceiling. The east end of the corridor is collapsed and currently a dead end. The PCs don't have enough time at present to remove this debris and unblock the corridor.

B2. Security Checkpoint Moderate

Two sensors set into the floor of this corridor intersection pulse with a pale blue light. Corridors branch off in various directions, with catwalks spanning several of them. Ladders in the northwest and west halls climb 20 feet, connecting to a catwalk and area **B3** respectively.

Creatures: The diagonal corridors are guarded by the first of many robotic sentries that staff and defend the ship. In time, the Pact Worlds will come to know these machines as nodocites.

The nodocite sentries move to attack anyone who enters the central junction or takes a hostile action. They prefer to open combat with their grenades, then close to melee and fight using their battering fist, aiming to keep intruders from escaping and following their targets throughout the lower deck. A nodocite gunner currently stationed in the catwalk north of area **B1** joins the fight when a PC moves from area **B1** to area **B2**. It attempts to capture PC in a Reality Cage, then fights at range from the catwalks with its integrated reality ripper, moving as required to maintain a good vantage point on the PCs, and even entering area **B4**, **B6**, or leaving the catwalks if required. All nodocites are programmed to fight to their destruction.

Nodocite Gunner

LOW GRAVITY

Akiton has low gravity. While in a low gravity environment the Bulk of all creatures and objects is halved, meaning creatures can carry twice as much and jump twice as high and far. Physical ranged attacks are possible up to the twelfth range increment (instead of the sixth). Creatures that fall in low gravity take no damage for the first 10 feet of a fall, and then take bludgeoning damage equal to a quarter of the remaining distance it fell.

NODOCITE SENTRIES (4) CREATURE 1

UNCOMMON SMALL CONSTRUCT ROBOT TECH

Perception +7; darkvision
Skills Acrobatics +6, Athletics +8, Computers +6
Str +3, **Dex** +1, **Con** +2, **Int** +1, **Wis** +0, **Cha** +0
Items commercial incendiary grenades (2)
Networked Nodocite A nodocite can communicate wirelessly with other nodocites within 200 feet.

AC 15; **Fort** +10, **Ref** +7, **Will** +4
HP 24; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5
Block Path ↷ **Trigger** A creature within the nodocite's reach uses a move action or leaves a square during a move action it's using; **Effect** The nodocite sentry makes a melee Strike against the triggering creature. On a hit, the target's movement is additionally disrupted.

Speed 25 feet, fly 20 feet
Melee ❖ battering fist +8, **Damage** 1d6+3 bludgeoning plus Push
Area Fire ❖ incendiary grenade (5-foot burst, range 70 feet), **Damage** 1d8 fire (DC 17 basic Reflex)

NODOCITE GUNNER CREATURE 3

UNCOMMON MEDIUM CONSTRUCT ROBOT TECH

Perception +9; darkvision
Skills Acrobatics +9, Athletics +7, Computers +6
Str +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0
Items integrated tactical reality ripper (commercial battery)
Networked Nodocite A nodocite can communicate wirelessly with other nodocites within 200 feet.

AC 19; **Fort** +9, **Ref** +11, **Will** +7
HP 40; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5
Warpwave ↷ **Frequency** once every 10 minutes; **Trigger** A creature targets the nodocite gunner with an attack; **Effect** The nodocite gunner warps reality around itself, gaining a +2 circumstance bonus to its AC against the triggering attack.

Speed 25 feet, fly 20 feet
Melee ❖ clamp +10, **Damage** 1d6+4 bludgeoning

Ranged ❖ reality ripper +12 (expend 2, mag 10, magical, modular [acid and razing or void and deadly d10], range increment 40 feet, reload 1, tech, unwieldy), **Damage** 1d8+2 acid damage

Assess Target ❖ The nodocite gunner assesses a target within 200 feet and pinpoints gaps in their defenses. Until the end of the nodocite gunner's turn, they deal an additional 1d8 damage with their reality ripper against the Assessed Target and increase the range increment of their reality ripper to 80 feet.

Reality Cage ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** The nodocite guardian bends reality to trap one Medium or smaller creature within 60 feet in a cage of warped reality. The target must attempt a DC 20 Reflex save.

Critical Success The target is unaffected, and the reality cage fails to form.

Success The target is hindered by reality shards, becoming off-guard for 1 round; the reality cage fails to form.

Failure The target is trapped in a reality cage that lasts 1d4 rounds.

Critical Failure The target is trapped in a reality cage that lasts 1 minute.

A reality cage has AC 10, Hardness 5, and 10 Hit Points (BT 5). A creature trapped in a reality cage is immobilized (Escape DC 20). A reality cage provides lesser cover.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **B2** by making the following changes.

Easier: Remove two nodocite sentries from the encounter.

B3. Overwatch Platform

This raised room is connected to two catwalks, and overlooks area **B8** and the hall west of area **B2**. Ladders off the north and south walls of this room lead down 20 feet, providing access to these adjacent rooms and corridors.

A trio of nodocite charging stations are inset into the ground in the southwest end of this room. Active nodocite gunners return to this area between patrols to recharge and receive updated commands from the ship's primary network.

B4. Storage Area — Moderate

Crates and canisters lie scattered haphazardly throughout this cavernous storage area, many with contents spilling on the floor. A magical tear in the east wall looks out onto a foreign planet, dark and damp, with crystalline tree-like structures and creeping black and purple fungal growths. This same fungus covers many of the surfaces in this room, spreading over it like an infection. A set of ladders on the south wall leads up to a raised platform 20 feet up and double doors provides access to the corridor.

This room was once a storage area that magically preserved any organic material placed within. The crash caused this room's magic to malfunction wildly, opening a temporary tear in reality, which pulled in organic material from another world. This tear is nearly closed, and while it remains visible in the east wall, nothing can pass through in either direction. Black and purple fungal growths pulled from this mysterious alien world grow throughout this room, having spread from the tear. Additionally, a family of quildebeests was pulled through this tear and is now trapped in this room.

Creatures: Two furious quildebeests rage throughout this room, furious over their confinement and unnatural surroundings. The quildebeests attack the PCs as soon as they notice their intrusion. The quildebeests prefer to fight in melee with their horns and claws, using Subsonic Harmonics if they can catch two or more PCs in the area of their sonic roar, and firing quills at PCs who remain out of range. If one quildebeest is defeated and the PCs left a door open, the remaining quildebeest attempts to flee through the doors when reduced to 10 Hit Points or less.

QUILDEBEESTS (2) CREATURE 4

UNCOMMON LARGE ANIMAL

Perception +9; low-light vision
Skills Athletics +11, Survival +8
Str +5, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +13, **Ref** +8, **Will** +8
HP 72

Flare Quills ↻ **Trigger** The quildebeest is hit with an unarmed Strike or a Strike with a non-reach melee weapon; **Effect** The quildebeest flares its crystalline quills, harming its attacker. The triggering creature is dealt 1d8 piercing damage (DC 18 basic Reflex save).

Speed 30 feet
Melee ❖ horns +13, **Damage** 2d8+5 bludgeoning
Melee ❖ jaws +13, **Damage** 2d6+5 piercing
Melee ❖ claw +13 (agile), **Damage** 1d6+5 slashing
Ranged ❖ quill +10 (propulsive, range increment 60 feet), **Damage** 1d4+3 piercing plus 1d4 sonic
Subsonic Harmonics ❖❖ (auditory, concentrate) The quildebeest unleashes a powerful sonic roar that deals 5d6 sonic damage in a 30-foot cone (DC 18 basic Fortitude save). On a critical failure, a creature is additionally sickened 1, as the subsonic frequencies batter their internal organs. A quildebeest can't use Subsonic Harmonics again for 1d4 rounds.

Treasure: A PC that searches the room finds two commercial batteries, two tactical medpatches, and a loosely stacked pile of four multicolored crystalline globes. Each globe is roughly the size of a melon, completely faceted, and slightly warm to the touch. A PC that succeeds at a DC 17 Nature check realizes these globes are a clutch of quildebeest eggs and understands that the wreck is not a suitable environment for their survival—if they hatch here, it's unlikely they'll survive. This PC additionally finds shards of a similar crystalline substance nearby, indicating at least one of these eggs has already hatched.

Quildebeest Trill

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **B4** by making the following changes.

Easier: Apply the weak adjustments to the quildebeests.

B5. Communications Center Trivial

Several computer terminals are set in the corners of this irregularly shaped room. The larger terminal on the north wall is intact, while smaller terminals on the west and south walls are damaged and inoperable. In the west wall is a ladder that leads up 20 feet to a catwalk.

Comms Terminal: A PC that attempts to access the functioning terminal and succeeds at a DC 18 Computers check to Hack causes the terminal to play a portion of the most recently studied transmission: a passionate but garbled voice speaking in Trinary, "...they profane your artistry, ignore your directives... Thus we implore: silence their defiance... Thus we call: come home." At this, the transmission glitches, repeating the words "come home" ad nauseum. A PC that attempts to further access the terminal causes it to flash a message in large red letters, then lock. This message is in an unidentified language. A PC that succeeds at a DC 18 Computers or Society check to Decipher Writing determines this language has similarities to Trinary, a language spoken on Aballon, and is some kind of warning or emergency shutdown.

Creatures: One of the quildebeest eggs hatched an hour ago, and the newborn quildebeest trill wandered off, slipping through a vent and emerging into this room. It's currently wandering around and exploring the room curiously, occasionally pausing to roar with hunger. The trill is curious but cautious and isn't sure if the PCs are friend or food. The PCs can form a bond of friendship with the trill if they succeed at a DC 16 Nature or Performance check. A PC that offers the trill food gains a +1 circumstance bonus to their checks to befriend the trill. Each time a PC fails this check, the trill squeals in fear and flicks its tail, sending a single crystalline quill flying at the offending PC. The DC to befriend the trill additionally increase by 1, up to a maximum DC of 20.

Ranged ❖ quill +8 (range increment 30 feet), **Damage** 1d4 piercing damage.

If the PCs befriend the quildebeest trill, it follows them throughout the rest of the adventure and allows itself to be handled. It does not engage in combat and flees if the PCs cause it harm.

B6. Central Theater Trivial

This large amphitheater has an upper viewing deck lined with seats surrounding a sunken stage below.

Hazards: The amphitheater's magical holograms are malfunctioning due to the crash and emit a dizzying series of overlapping simulations involving space and a mass of ovoid shapes. The PCs can disable this magical trap from here or recalibrate it in the theater control room (area **B7**).

SIMULATION ASSAULT HAZARD 2

UNCOMMON | COMPLEX | MAGICAL | TRAP

Stealth +4 (trained) or *detect magic*

Description A rapid sequence of dizzying simulations plays throughout the theater.

Disable DC 17 Arcana, Nature, Occultism, or Religion (trained) to siphon the magical energy, or DC 19 Thievery (trained) to disrupt the holograms, or *dispel magic* (2nd rank; counteract DC 16)

Accelerated Simulation ↻ (incapacitation, visual) **Trigger** A creature enters the theater; **Effect** The trap launches a series of simulations at a dizzying pace, each slightly different from the previous one. All creatures in area **B6** who can see must attempt a DC 20 Will save. The trap the rolls initiative.

Critical Success The target is unaffected.

Success The target is sickened 1 for 1 round.

Failure The target takes 2d4 mental damage and is sickened 1.

Critical Failure The target takes 4d4 mental damage and is sickened 2.

Routine (1 action) The hazard plays a new simulation each round, forcing all creatures who can sense it to attempt a new save.

Developments: If the PCs recalibrate the theater's simulations in area **B7**, a new, clear simulation plays in this room. This simulation depicts the Pact Worlds under assault by an armada of alien starships, many similar in appearance to the wreck the PCs are currently exploring. These starships appear to be launching countless devices that look like silvery flower buds down to the surface of the planets and into the sun. As each lands, a swirling eddy forms, consuming the terrain and spreading, destroying the planets one by one until the entirety of the Pact Worlds is a void of nothingness. A PC that succeeds at a DC 19 Arcana, Nature, or Primal check (or a DC 17 Occultism check) to Identify Magic determines the swirling eddies are a magical effect that degrade or breaks down reality on a quantum level.

B7. Theater Control Room

This room contains the controls for displaying simulations in area **B6**. A PC that succeeds at a DC 19 Computers, Crafting, or Thievery check, or a DC 17 Arcana, Nature, Occultism, or Religion check can recalibrate the magitech device that controls the simulations. Once recalibrated, the simulation assault hazard is immediately disabled, and a single, harmless (but existentially terrifying) simulation plays in the amphitheater.

B8. Armory

The north and south walls of this room are lined with wall racks that hold replacement weaponry for the nodocite sentries and gunners on this level. Many of the rifles and grenades have already been removed.

Treasure: Each PC can collect one tactical reality ripper and 2 incendiary grenades. The statistics for the reality ripper are on the chronicle sheet at the end of this adventure.

B9. Maintenance Bay

This wide space is an automated maintenance and repair bay for the nodocites. Racks of spare parts hang on the south and north walls, while a multisection conveyor runs east to west through the center of the space. A deactivated nodocite sentry sits in the southeast corner, its central power source and circuitry unlit, and its limbs lacking integrated weapons.

B10. Sentry Station

This space serves as the recharging station for nodocite sentries. Two charging platforms are set into the floor at the southern end of this angled room. Running along the angled northern wall are three transparent metal cabinets. Each contains a deactivated nodocite sentry. A PC that succeeds at a DC 18 Crafting or Perception check notices these are earlier iterations of the nodocite sentries, with each of the subsequent iterations showing dramatic improvements from the previous. All are less developed than the ones the PCs encounter in area **B2**.

B11. Display

Two silvery metal robots are on display in this room. Each looks very different, both from one another and from the nodocites throughout the security deck.

A PC that succeeds at a DC 18 Crafting check determines these are nonfunctional replicas of unknown robots, likely for examination purposes. Further, they realize that both robots and the nodocites share some stylistic similarities and were likely created by the same civilization.

A PC that succeeds at a DC 18 Society check determines these robots have some features eerily similar to anacites (from the planet Aballon) and protocites (from within the sun). That said, these models are very different from those currently found in the Pact Worlds, indicating these might be older, or perhaps the original, models of the self-modifying robots that would become anacites and protocites.

B12. Control Room

Computer stations and dozens of screens line the southern wall of this control room. Most of the screens display closed security doors, warehouses packed with strange magitech devices, or hangars filled with rows of metallic objects shaped like enormous silvery flower buds covered with glowing symbols. One of these hangars is clearly damaged from the crash, and the broken devices within are pulsing with magical energy and look unstable.

A PC that examines the screens notices the Rust Wraiths on one, clearly in trouble. Nima and Gremmik are working to open a blast door marked with a unique symbol while Kivett, Bo-Shek, and Tade fight off several nodocites. This symbol is blurry, but if the PCs call Kivett on her comm unit, she can describe the symbol to the PCs. A PC that examines the computer console and succeeds at a DC 18 Computers or Perception check locates the same symbol and can press it, causing the blast doors to open. As the Rust Wraiths pile through the doors they continue the fight. If the PCs press the button again, the blast doors close, preventing the nodocites from following the Rust Wraiths. Once they're safe, Kivett relays her thanks to the PCs over the comms. If all the PCs fail their checks to locate the symbol, the Rust Wraiths are left to fend for themselves. They flee back the way they came, disappearing off-screen with the attackers close on their heels.

If the PCs have approached area **B13**, a closed blast door marked with a different unique symbol, the PCs can take their time examining the console until they find the matching symbol and press it, causing the

doors to area **B13** to unlock and open and the turrets guarding that room to power down.

If the PCs press buttons experimentally, they see a variety of hangars illuminate, blast doors open, and troops of nodocites activate across the screens. This method is, unfortunately, no good for attempting to help the Rust Wraiths.

B13. Blast Doors — Trivial

A heavy set of armored blast doors bars the path forward. The blast doors are closed and locked and are marked with a unique symbol—a trio of overlapping circles split by a line and poised above an inverted triangle. If the PCs press the matching button on the computer console in area **B12**, this door unlocks and opens (which also deactivates the turrets detailed under hazards below). Otherwise, the PCs can unlock the doors by succeeding at a DC 20 Crafting or Thievery check, or they can push them open by succeeding at a DC 20 Athletics check to Force Open.

Hazards: A pair of ceiling-mounted laser turrets defends the approach to the blast doors, automatically firing on anyone it sees. The turrets power down when the PCs press the button in area **B12** to open the blast doors.

LASER TURRETS (2) — HAZARD 1

COMPLEX | MECHANICAL | TECH | TRAP

Stealth +10 (trained)

Description A ceiling mounted turret fires a laser when intruders approach area **B13**.

Disable DC 18 Computers (trained) to reprogram the turret, or DC 17 Crafting (trained) to cut power to the turret, or DC 16 Thievery (trained) to disable the turret

AC 16; **Fort** +10, **Ref** +4

Hardness 5; **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Laser Blast ↻ **Trigger** A creature moves within 30 feet of the turret; **Effect** The trap makes a laser Strike against the creature. The trap then rolls initiative.

Routine (3 actions) The trap makes three laser Strikes, each targeting a different creature unless there are fewer than three creatures in range.

Ranged laser +9 (range increment 90 feet), **Damage** 1d6+3 fire

SOUND THE ALARM

When the PCs pass through the blast doors, they enter a cavernous hangar filled with strange magitech devices and inactive robots. Moments after entering, an alarm sounds and the wreck's automated defenses are activated, forcing the PCs to flee the wreck to survive. Read or paraphrase the following when the PCs pass through the hangar doors.

This massive hangar contains rows upon rows of inactive nodocite robots and at least a dozen freestanding metallic devices, each emitting a subtle humming and traced with faintly glowing lines and symbols.

Suddenly, the blast doors slam shut, and a feminine voice echoes over hidden loudspeakers, saying something angrily in an unknown language. With a chorus of beeps, the nodocites in the hangar power on, central eyes glowing and limbs beginning to twitch. The voice lets out a spiteful laugh as horns begin blaring and security lights flash red—an alarm has been triggered!

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **B13** by making the following changes.

Easier: Remove one laser turret from the encounter.

With the blast doors sealed behind them and the robots within the hangar powering on, the PCs must flee for their lives. The only visible way out is by an exit ramp, which leads outside. Unfortunately, this exit has been locked down. To override the lockdown, a PC must succeed at a DC 16 Computers, Crafting, or Thievery check. Alternatively, the PCs can manually disengage the locks by succeeding at a DC 18 Athletics check.

If the PCs repeatedly fail to disengage these locks, the nodocites converge on the exit, dealing 3d6 bludgeoning damage to all the PCs (DC 18 basic Reflex save) and forcing the PCs to abandon the effort. In their ensuing flight, the PCs discover a ventilation shaft they can escape through instead, though it takes more time and effort. The PCs take a –1 circumstance penalty to all skill checks attempted during Run For Your Lives! due to this delay.

RUN FOR YOUR LIVES! MODERATE

Whether via exit ramp or vents, the PCs emerge from the wreck into the Sloughscar Hills. Their d-vees are visible in the distance to the north, but countless dangers stand between them and their salvation—klaxons sound, exterior turrets emerge from the wreck's hull, and countless nodocites are close on their heels. What's worse, the ground begins to shake as the thunderous strides of some gigantic creature echo in the distance, snapping metal and shattering rock with every step—something big is coming and the PCs don't want to be here when it arrives!

Running the Chase: The PCs must overcome five obstacles to escape the wreck and its surrounding dangers. They face these obstacles in order and reach safety when they overcome the final obstacle. They overcome obstacles as a team and begin each obstacle with 0 Chase Points.

On a character's turn, they describe what they do to help the group get past the obstacle they currently face, then attempt a check to represent their efforts. They earn Chase Points based on the result of their checks.

Critical Success The PCs gain 2 Chase Points

Success The PCs gain 1 Chase Point

Critical Failure The PCs lose 1 Chase Point

Each obstacle lists recommended checks to overcome it, but the PCs can suggest alternative checks, so long as they address the challenge posed by the obstacle. Creativity is encouraged! Use the listed skill DCs to set any alternate skill's DC. When an alternate method applies automatically, such as through using a spell or class ability, the PCs can gain 1–2 Chase Points.

When the PCs accumulate enough Chase Points to overcome the obstacle, they move on to the next obstacle. Extra Chase Points don't carry over to the next obstacle. However, anyone who hasn't already taken their turn that round can still take it against the new obstacle. Consequently, the characters best suited to overcoming the current obstacle might act

first, since the remaining characters might be better suited against the next one. A PC who chooses not to act during a round automatically fails (gaining 0 Chase Points). The number of Chase Points the PCs have can never fall below 0.

For a complete explanation of the Chase subsystem, refer to page 214 of *Starfinder GM Core*.

The Illumantula: At the beginning of the third round, a massive creature made of light, magic, and technology bursts from the wreck in a hail of rock and steel and rampages across the area, chasing the PCs. It begins at the first obstacle and moves 1 obstacle at the end of each round. Each time the PCs begin a round on the same obstacle as the illumantula, each PC is dealt 4d6 bludgeoning damage by the illumantula (DC 18 basic Reflex).

TURRET GAUNTLET — OBSTACLE 3

Chase Points 4; **Overcome** DC 17 Acrobatics or Athletics to jump and weave through the laser blasts; DC 16 Computers, Crafting, or Thievery to deactivate some of the turrets; DC 18 Perception or Survival to identify the safest path

Turrets emerge from the hull of the wreck and unleash a barrage of laser blasts at the PCs, forming a dangerous gauntlet of laser fire and explosions.

NODOCITE ASSAULT — OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Acrobatics to Squeeze between the nodocites; DC 17 Athletics to push past the nodocites; DC 17 Computers or Perception to intuit the actions of the nodocites; DC 18 Deception or Stealth to slip past without being noticed

A troop of nodocite sentries attempts to surround the PCs and clobber them to death.

MAZE OF WRECKAGE — OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Arcana, Occultism, or Religion to scry the path ahead; DC 18 Athletics to clear a path through the wreckage; DC 17 Nature or Physical Science Lore to intuit the layout of the wreckage; DC 16 Piloting or Survival to navigate the maze

Debris litters the region surrounding the wreck, forming a maze of jagged metal and shattered rock.

NANITE WAVE — OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Acrobatics or Athletics checks to jump over nanite streams; DC 17 Computers or Thievery to scramble the nanites' sensors; DC 17 Crafting to construct a makeshift sled to ride the nanite wave; DC 16 Nature or Survival to understand the natural flow of liquids over the surrounding terrain and adjust course to avoid the nanite wave

The wreck releases a deluge of magitech nanites that surge across the area, flowing like a tsunami across the Sloughscar Hills.

REALITY CYCLONES — OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Acrobatics to outrun the cyclones; DC 17 Arcana, Nature, Occultism, or Religion to understand the magic that drives these cyclones and siphon energy from them; DC 18 Perception to spot a safe path through; DC 16 Survival to understand the movement of the cyclones and avoid their path

ADJUSTING DIFFICULTY

You can adjust the difficulty of this chase by making the following changes.

Easier: Reduce the number of Chase Points required to overcome each obstacle by 1.

Cyclones of warped reality tear across the last stretch of open hills separating the PCs from their d-vees.

Developments: After the PCs escape from the final obstacle, the reality cyclones, they reach their d-vees and can pilot them to safety, blasting across the landscape at top speed. Behind them, the illumantula unleashes a primal, bone-shaking screech before turning back to protect the wreck.

A minute later, the PCs spot two armored hovertrucks approaching them from behind—the Rust Wraiths, who are also fleeing from the wreck. Their hovertrucks are clearly laden with boxes, bags, and piles of salvage. It's likely the PCs stop to chat or call them over the comms (Kivett calls the PCs, if the PCs fail to initiate contact themselves). The Rust Wraiths are relieved to have escaped the wreck but are down one member—Gremmik died inside the wreck. Gremmik's loss has cast a pall over the group, but Kivett does her best to keep the Rust Wraiths moving and focused. She asks the PCs to meet up with them later that evening at a nearby bar called the Watering Hole so the teams can compare notes on the wreck and their discoveries, and raise a toast to Gremmik, who will be dearly missed.

CONCLUSION

When they're ready, the PCs can report to First Seeker Sarmak over the comms. Sarmak is shocked by the team's findings and tells the PCs the information they've unearthed will play a crucial role in the Starfinder Society's preparation for the impending invasion. He dubs the ship the "Wreck of the Returned" and vows that the Starfinders will continue to explore the wreck to learn as much as they can about the First Ones and how to defeat them. Before signing off, the first seeker congratulates the PCs on a job well done. He also gives them an open invitation to join the Starfinder Society as full agents should they wish.

That night the Rust Wraiths, cleaned up and their pockets heavy with credits, buy a round for the PCs at the Watering Hole, as they toast their fallen comrade Gremmik. They recount how Gremmik sacrificed himself for the team's survival when the automated defenses activated, throwing himself in the way of a wave of writhing steel cables that tore right through him. Despite this gruesome impalement, Gremmik fought to the end, taking out several more nodocites and enabling the escape of the rest of the Rust Wraiths. They solemnly discuss returning to the wreck one day to retrieve Gremmik's body for his next of kin, though the discussion is halfhearted, and it's clear they don't believe they'll be able to follow through. With that final thought, they raise a toast to Gremmik, saluting his loyalty and courage.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
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Org Play #: -27	Level

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Scenario #1-00
Collision's Wake

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS

LEVEL	
3	380 credits
LEVEL	
–	–

Adventure Summary

On behalf of the Starfinder Society, you explored a mysterious starship that crashed into the Sloughscar Hills on the planet Akiton—the Wreck of the Returned! Inside the wreck, you fought dangerous creatures and overcame magitech defenses in your quest to learn about the starship and its purpose. During your exploration you rescued the following: ☐ a clutch of quildebeest eggs, ☐ a newly hatched quildebeest trill, ☐ a mercenary group called the Rust Wraiths. When the wreck's automated defenses activated, you fled the wreck. For your efforts, First Seeker Sarmak offered you entry into the Starfinder Society.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Collision's Wake (Boon): You discovered the following new weapon within the Wreck of the Returned: reality ripper. This character gains access to the reality ripper, allowing you to purchase it.

Reality Ripper: This sleek rifle converts energy into projectiles of concentrated magic that tears apart matter by destroying its bindings to the reality. A reality ripper is modular and has two modes: destructive and reaping. While in destructive mode, the reality ripper deals acid damage and gains the razing trait. While in reaping mode, a reality ripper deals void damage and gains the deadly d10 trait.

A realty ripper's minimum weapon improvement is tactical (*Starfinder Player Core* 267), meaning its tracking +1 cannot be removed, though further improvements can be still applied.

REALITY RIPPER **ITEM 2**

UNCOMMON	CASTER	MAGICAL	MODULAR (ACID AND RAZING OR VOID AND DEADLY D10)	TECH	TRACKING +1	UNWIELDY

Price 410 credits
Usage held in 2 hands; **Bulk** 1
Range 40 feet; **Magazine** 10 charges; **Expend** 2; **Reload** 1
Grade tactical; **Damage** 1d8 acid
Category martial; **Group** corrosive; **Upgrades** 1

EXPERIENCE

Starting XP

\+ XP Gained (GM ONLY)

= Final XP Total

CREDITS

Starting Credits

\+ Credits Gained (GM ONLY)

– Credits Spent

= Total

Notes

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: M3VL

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**